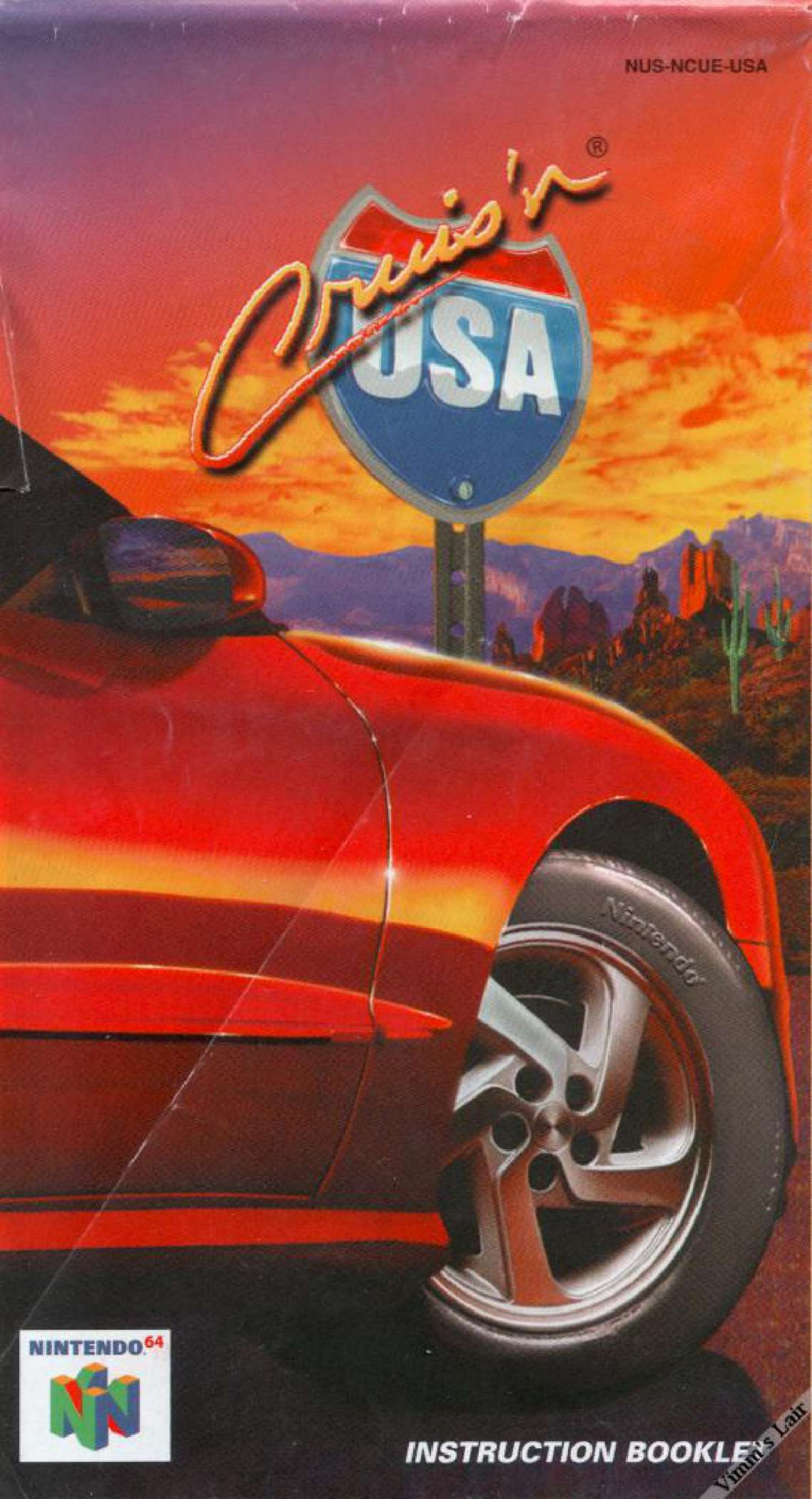
NUS-NCUE-USA



NINTENDO 64

INSTRUCTION BOOKLET

Vinnie's Lair

⚠ WARNING

PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

Thank you for selecting the Cruis'n USA®* Game Pak for your Nintendo 64® system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

⚠ CAUTION

THE NINTENDO 64 SYSTEM GENERATES REALISTIC IMAGES AND 3-D SIMULATIONS. WHILE PLAYING OR WATCHING CERTAIN VIDEO IMAGES, SOME PEOPLE MAY EXPERIENCE DIZZINESS, MOTION SICKNESS OR NAUSEA. IF YOU OR YOUR CHILD EXPERIENCE ANY OF THESE SYMPTOMS, DISCONTINUE USE AND PLAY AGAIN LATER.

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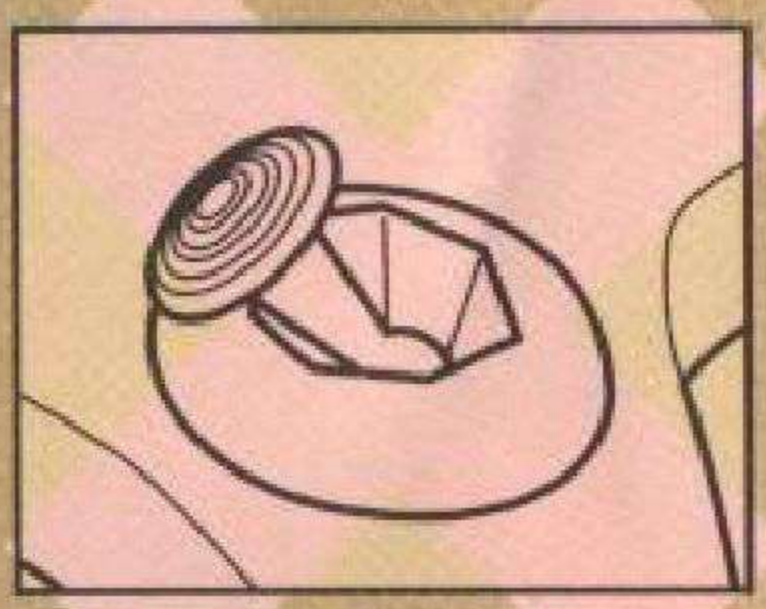
Vinn's Lair

USING THE CONTROLLER

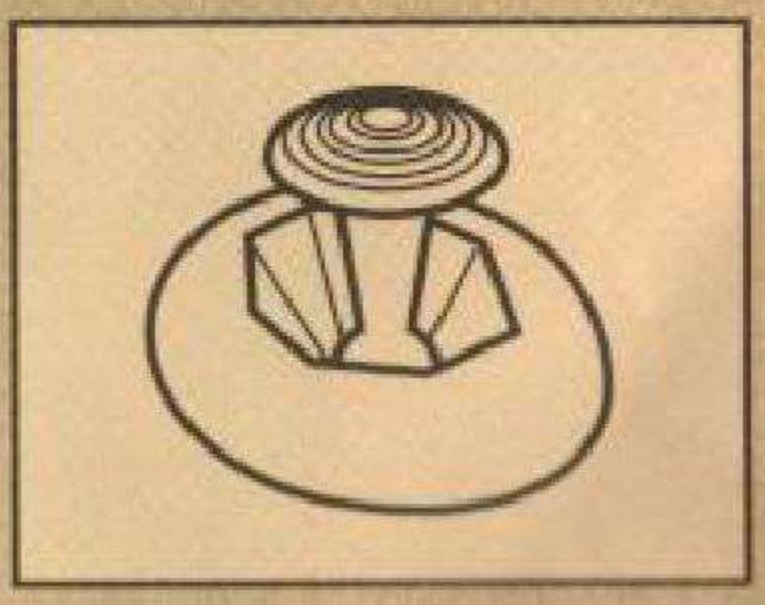
CONTROL STICK FUNCTION

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



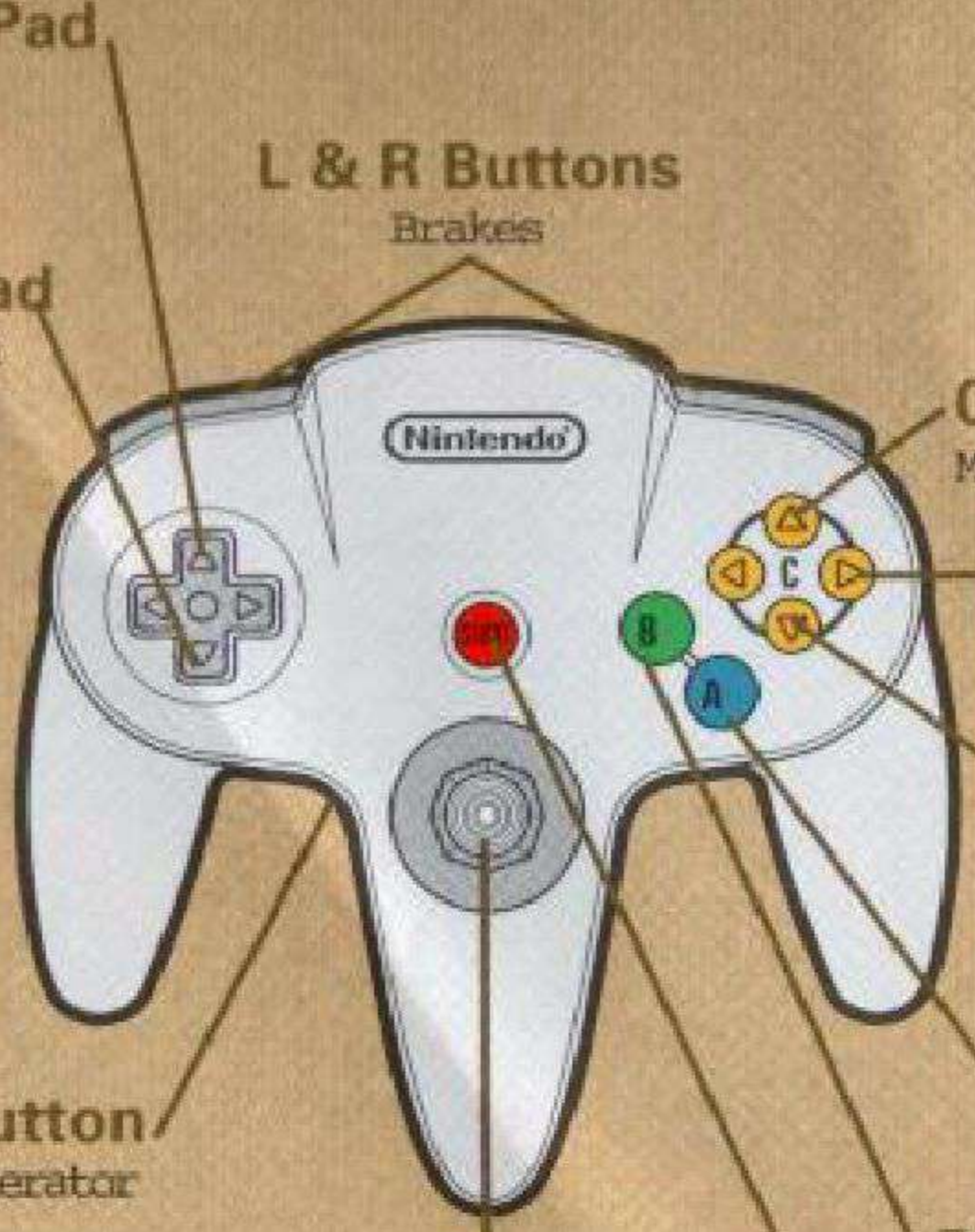
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center℠.

CONTROLLER FUNCTIONS

Change the controller configuration by selecting CONTROLLER SETUP from the Game Options screen.

The + Control Pad or the Control Stick can be used for steering.



▲ + Control Pad
Manual shift Up

▼ + Control Pad
Manual Shift Down

L & R Buttons
Brakes

C ▲ Button
Manual Shift Up

C ➤ Button
Selects Displays

C ▼ Button
Manual Shift Down

Z Button
Accelerator

A Button
Selects racer's view

B Button
Selects music

Control Stick
Moves car left and right

START
Selects the options on the menu screens.
Pauses game play

Vinnu's Lair

STARTING THE GAME

ONE OR TWO PLAYER GAME

If you want to play a two-player game, insert a second controller and turn the Control Deck on. If you want to play a one-player game, you only need one controller plugged in.

SELECTING A RACE

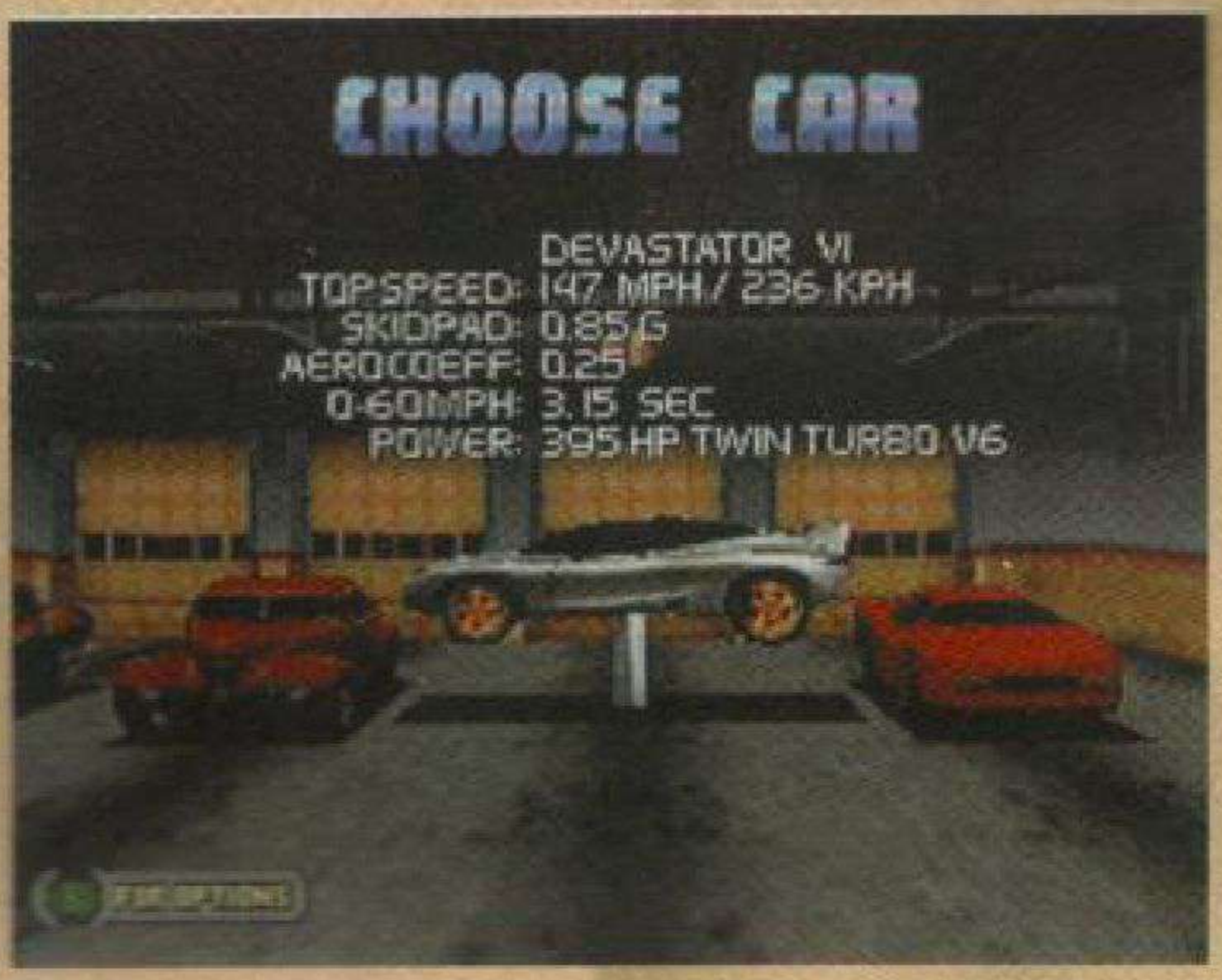
Use the Control Stick to highlight the desired race. Press START to confirm your selection.

SELECTING YOUR TRANSMISSION

Use the Control Stick to highlight the desired transmission. Press START to confirm your selection.

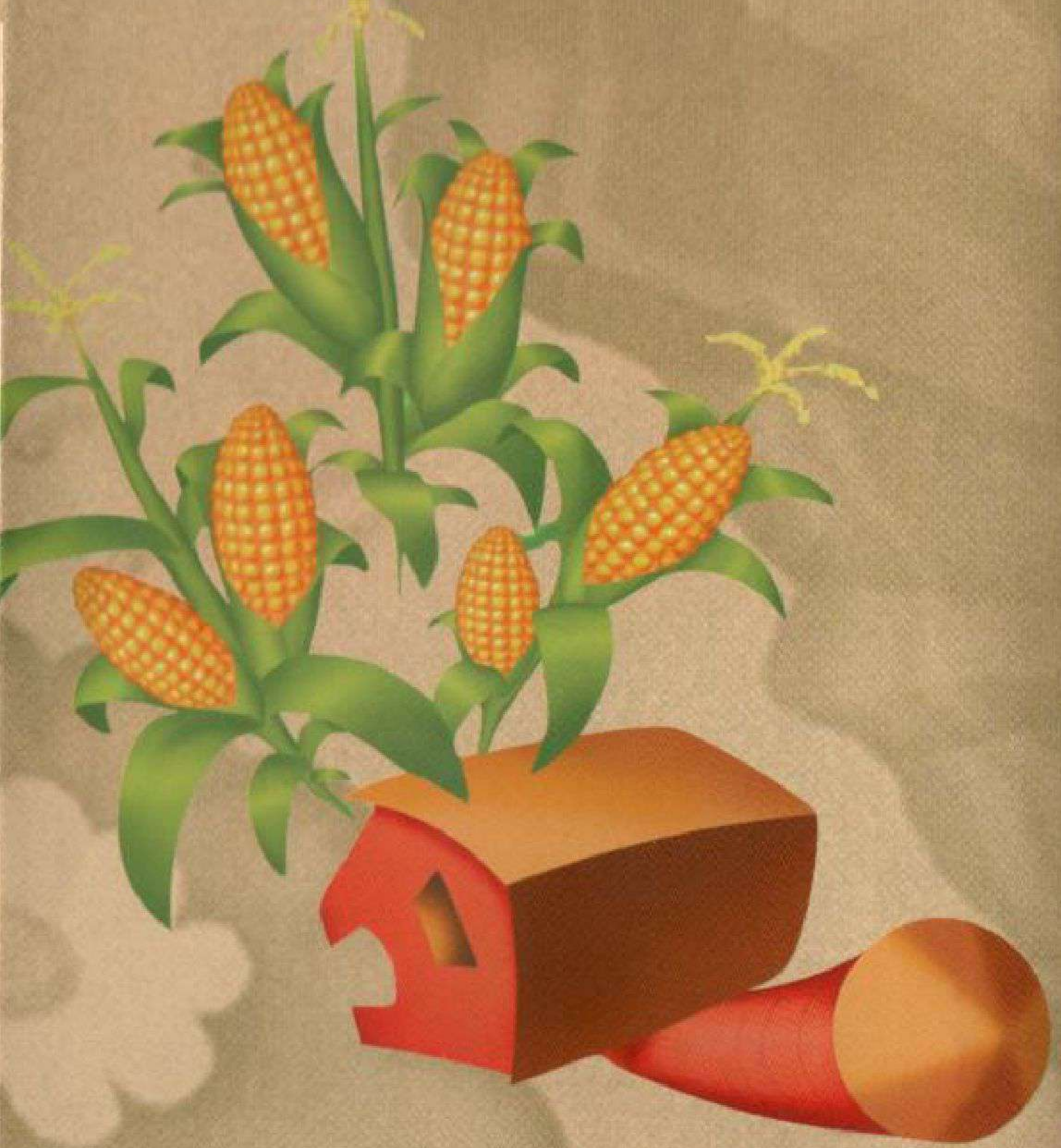
Automatic Cruise-O-Matic changes gears automatically. This is easier because you don't have to think about what gear you should be in.

If you choose Manual XL Power, you'll have to shift gears yourself. This is more challenging than Automatic, but gives you more control over your vehicle's speed. Rather than using your brakes, you can shift to a lower gear to reduce your speed. Shift to a higher gear to accelerate.



SELECTING YOUR CAR

Use the Control Stick to highlight the desired car. Press START to confirm your selection. If you are going to cruise the USA, you'll use the same car for the entire race.



Vimm's Lair

GAME OPTIONS

Press the B Button from most game menus to access the Game Options screen. Once you're there, set up the game so it's ergonomically correct. Once the cruise starts, you can't change many of these options.

MUSIC VOLUME

Change the volume of the background music

SOUND FX VOLUME

Change the volume of the sound effects

2-PLAYER SOUND

SPLIT L/R: will split the sound effects for both players. Sound effects for player one will be sent to the left speaker while sound effects for player two will be sent to the right speaker.
COMBINED: will send both players' sound effects to both speakers.

DIFFICULTY

Make the race easier or more difficult

RACERS

Race by yourself when this is Off

TRAFFIC

No traffic when this is Off

METRIC

Change the speedometer to KPH or MPH

CENTER SCREEN

Adjust the screen to your television

GAME PAD SETUP

Change the button configurations

PAK COPY

Use this option to copy information from a game pak to a N64 Controller Pak, or vice versa.

CARS

'63 MUSCLE CAR

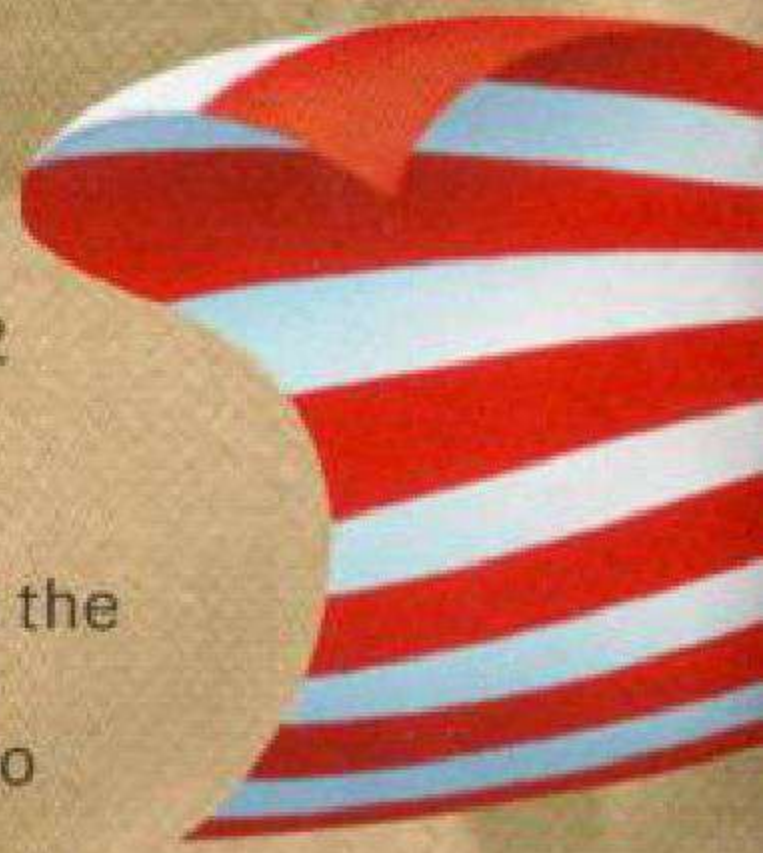
Although the '63 Muscle Car isn't the best in a single performance category, its overall handling is quite good. It's a great vehicle to use if you're interested in balanced handling. It's second in top speed and third in 0-60, skid pad and aero coefficiency (drag).

TOP SPEED:	**145 MPH / 233 KPH**
SKID PAD:	**0.89G**
AEROCOEFF:	**0.39**
0-60:	**2.98 SEC**
POWER:	**462HP 454 CID V8**

LA BOMBA

It has the best 0-60 rating, but the La Bomba lags the other cars in top speed performance. It handles the corners almost as good as the Italia P69! This is a good car to use if you're a beginner.

TOP SPEED:	**142MPH / 228KPH**
SKID PAD:	**0.98G**
AEROCOEFF:	**0.45**
0-60:	**2.51 SEC**
POWER:	**580HP SUPERCHARGED V12**



DEVASTATOR VI

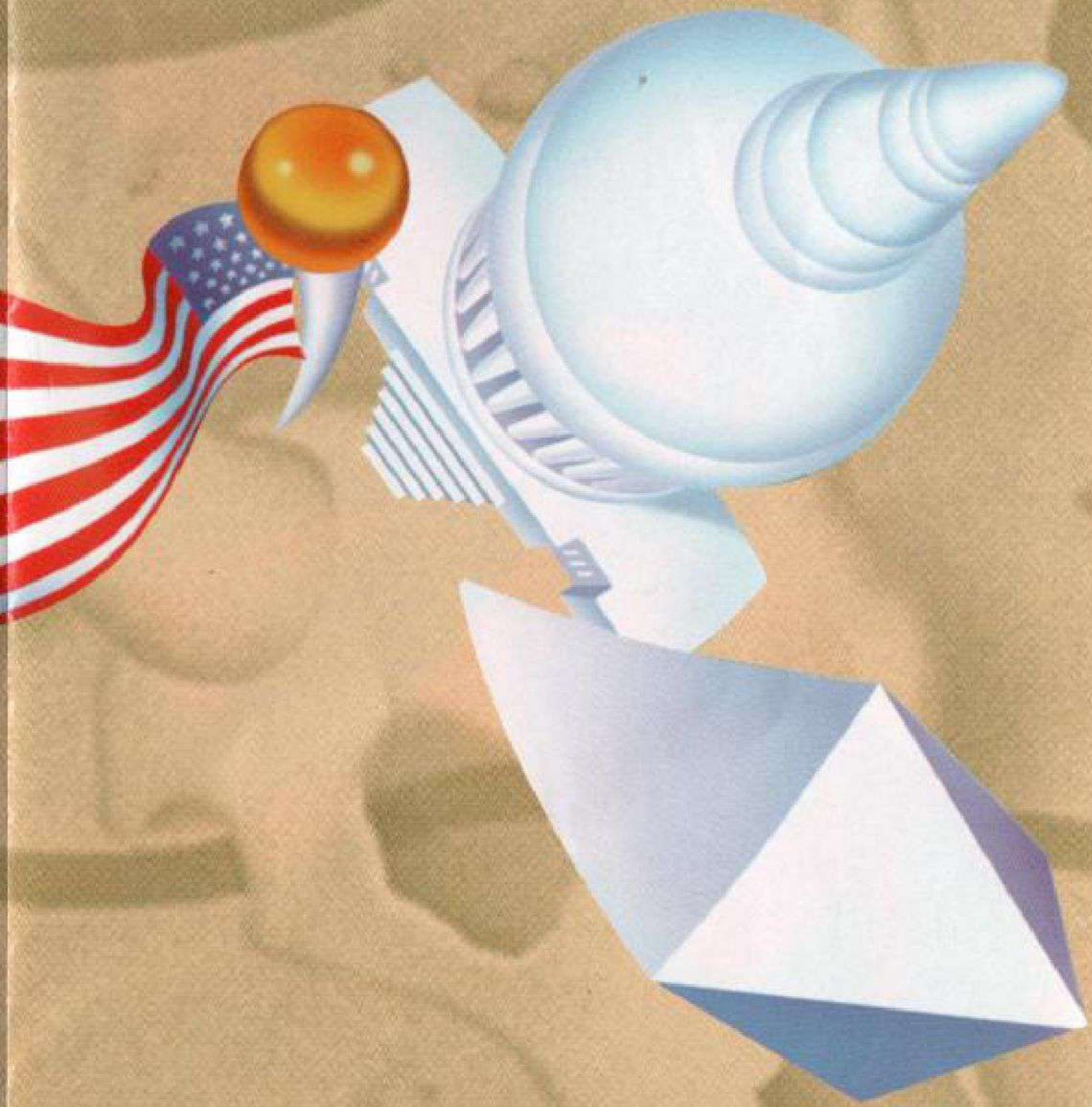
This vehicle has the best top speed, but the lowest 0-60 rating. It doesn't handle the corners as good as the other vehicles, so use this car when you've mastered the art of taking corners.

TOP SPEED:	**147MPH / 236KPH**
SKID PAD:	**0.85G**
AEROCEFF:	**0.25**
0-60:	**3.15 SEC**
POWER:	**395HP TWIN TURBO V6**

ITALIA P69

Probably the best overall machine! The Italia P69 handles like a dream on the corners. It ranks third in top speed, but not far behind the fastest at 147MPH / 236KPH. This is a great car for anyone.

TOP SPEED:	**144MPH / 231KPH**
SKID PAD:	**1.01G**
AEROCEFF:	**0.28**
0-60:	**2.88 SEC**
POWER:	**472HP V12 DOHC 48V**



MODES

CRUISE THE USA (One or Two Players)

Your goal is to race across America, finishing first in every race. By finishing first, you'll continue on to the next race. Start in San Francisco and work your way to Washington DC.

SINGLE RACE (ONE OR TWO PLAYERS)

Select one of the EASY, MEDIUM or EXPERT races to practice your skills. Selecting the ? ? ? ? ? ? will let the computer randomly select a race for you.

EASY	LA FREEWAY
EASY	US 101
EASY	ARIZONA
MEDIUM	DEATH VALLEY
MEDIUM	IOWA
MEDIUM	BEVERLY HILLS
MEDIUM	APPALACHIA
EXPERT	REDWOOD FOREST
EXPERT	GRAND CANYON
EXPERT	CHICAGO

LA FREEWAY

The LA Freeway has wide lanes and easy corners. There are barrels, road barriers and light posts on the sides of the road that can slow you down. Steer clear of 'em!

US 101

This easy course has wide lanes and long corners. Stay off the shoulder of the road as the sand will slow you down. Oh yeah, there are a couple of sections where the roadway is broken. Keep your speed up to jump the gaps!

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ARIZONA

Wide lanes are inviting, but watch out for some quick S curves and no shoulder on some of the turns. If you do swerve off the track, be careful of the telephone poles and cacti.

DEATH VALLEY

This two lane freeway makes it difficult to pass due to traffic congestion. The road is fairly flat and has few turns. Take advantage of the straight-aways.

IOWA

A two-lane freeway with corn fields and telephone poles. Keep your speed up and just try to stay on the road. Don't worry about paying the fee at the toll bridges!

BEVERLY HILLS

This estate-lined roadway is adorned with rows of palm trees. Its winding features make it fun to drive. The end of this strip is tunneled. Don't try to hold your breath or you'll pass out before you reach the finish line!

APPALACHIA

There are four lanes and a lot of hills. Watch out for the unforgiving rock walls. There's a great straight-away near the end. Put the pedal to the metal and cruise to victory!

CHICAGO

This roadway starts off simple, but you quickly encounter trouble when you hit the viaduct. Stay on one side of the road and try not to hit anything. Good luck!

GRAND CANYON

Beautiful sand and rock formations fill this incredible roadway. There are plenty of hills and turns, so you need to give the wheel your full attention.

REDWOOD FOREST

This is one of the most difficult roadways in the game. There is little room for mistakes. Narrow lanes cause major traffic congestion. Try to get to the front of the pack early. Stick to the road and beware of the forest. Bad things will happen if you drift from the path.

USING THE N64 CONTROLLER PAK™

PLEASE CAREFULLY READ AND FOLLOW THE INFORMATION IN THE N64 CONTROLLER PAK INSTRUCTION BOOKLET.

The N64 Controller Pak is a portable memory cartridge for saving game data, controller button configurations, built up character attributes and more. After saving the game information in a N64 Controller Pak, you can download the information again later or bring your N64 Controller Pak with you and load your saved game information on any Nintendo 64 system.

SAVING INFORMATION

When you use a new N64 Controller Pak with Cruis'n USA, the game will ask you if you want to create a new game file. Creating a new file is necessary as it configures your N64 Controller Pak for saving Cruis'n USA information. You should definitely create a new file!

There are 6 game slots where you can save information. Highlight a game slot where you want to save information and press START. After you've confirmed your selection, start playing. Your controller button configuration, cars and options will be saved in the slot you've chosen. All 6 game slots will use the same high scores and the same track split times. If you want to save information in a different slot, simply press RESET on the Control Deck, then select a different game slot.

LOADING INFORMATION

Insert the N64 Controller Pak with the saved Cruis'n USA information on it (please see the N64 Controller Pak instruction booklet for operation instructions). There are 6 game slots that can have information saved in them. Highlight a game slot that you want to load and press START. After you've confirmed your selection, start playing. To load a different slot, press RESET on the Control Deck, then select a different game slot.

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USING THE "PAK COPY" OPTION

You can copy saved game pak information to a N64 Controller Pak. You can also copy saved N64 Controller Pak information to a game pak. When you copy information to a game pak or N64 Controller Pak, any previously saved information on the destination pak will be erased. Go to the Game Options screen, select "PAK COPY" , and follow the on screen instructions to copy information. Note that the Cruis'n USA game pak will not save Hot Times information or track split times.
This information, however, can be saved using the N64 Controler Pak.

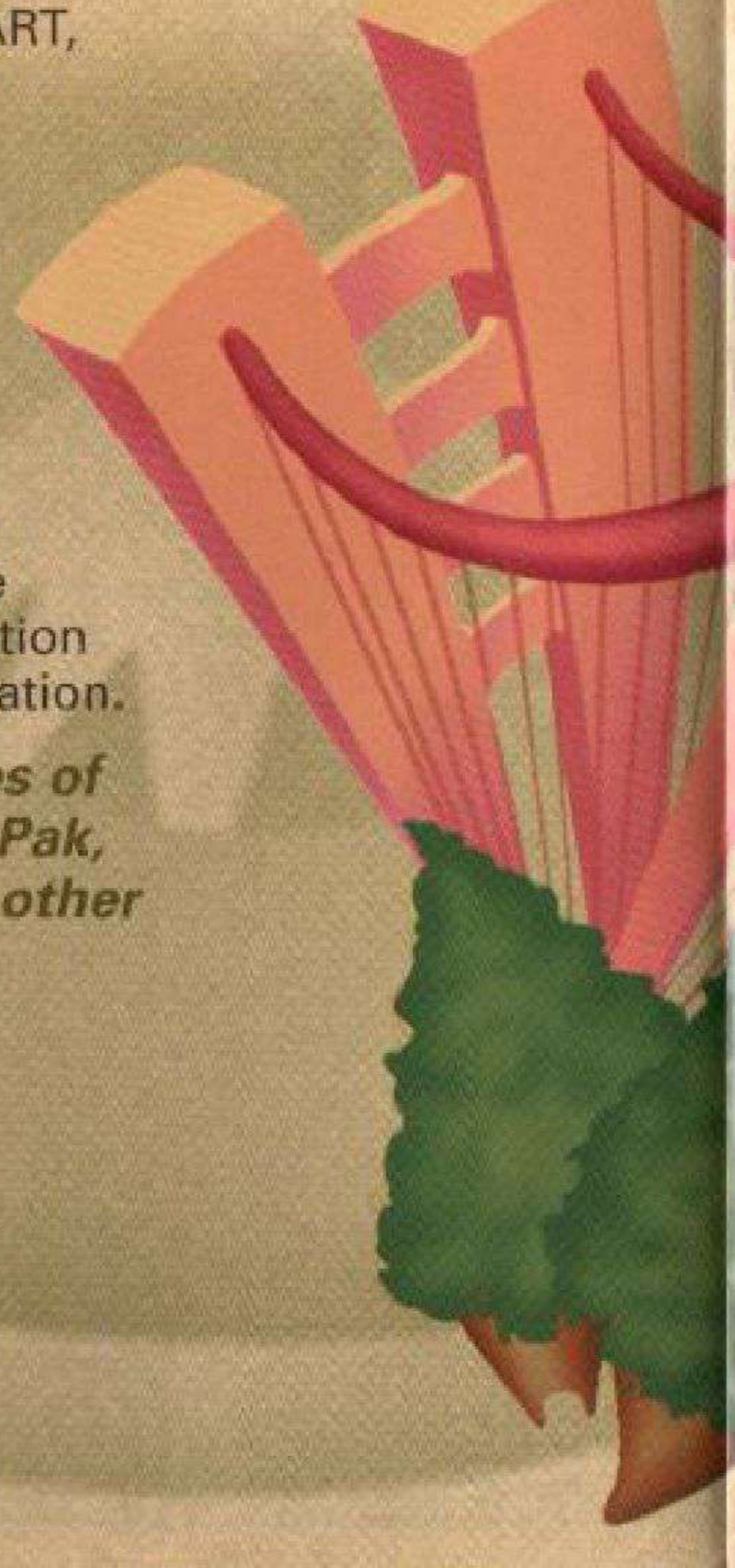
DELETING INFORMATION

Highlight the game slot that you want to delete. Press and hold the C ◄ or ► Button to delete it.

MEMORY MANAGEMENT SCREEN

You can access the Memory Management screen by pressing and holding START, then turn on your Nintendo 64 system. Continue to hold START until the Memory Management screen appears. This screen allows you to manage the information on your game pak, or on your N64 Controller Pak. You may delete the entire game file to create additional space on your N64 Controller Pak or game pak. Deleting the game pak information will reset all options and car information.

NOTE: Cruis'n USA uses 9 pages of information on your Controller Pak, leaving you with 114 pages for other games.



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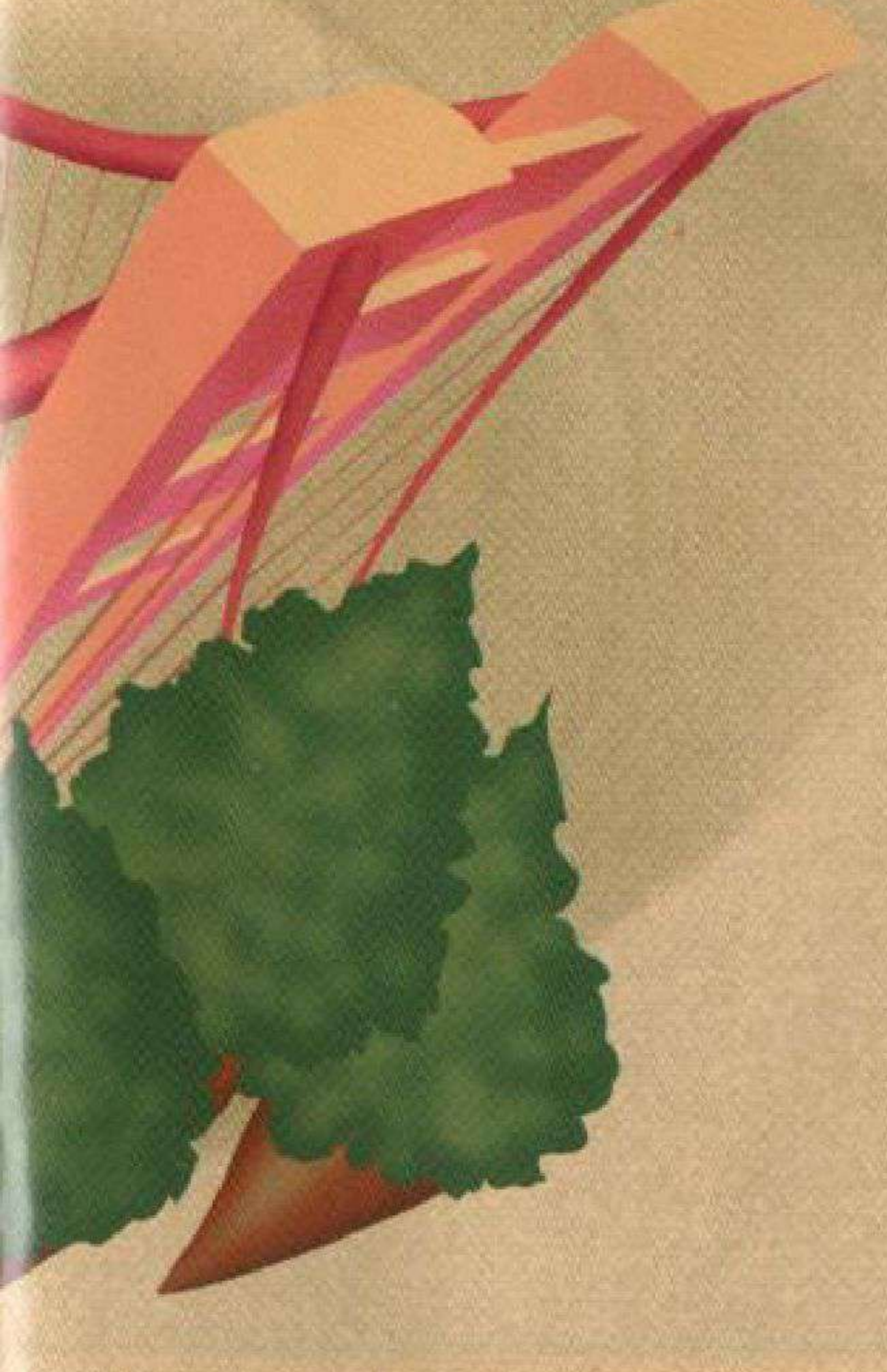
Or your local authorized Nintendo retailer.



WARRANTY AND SERVICE INFORMATION

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Call the Consumer Assistance Hotline at: 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER℠ or you will be offered express factory service through Nintendo. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

WARRANTY LIMITATIONS

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This warranty is valid only in the United States.

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NEED HELP WITH INSTALLATION,
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